

The rule of five

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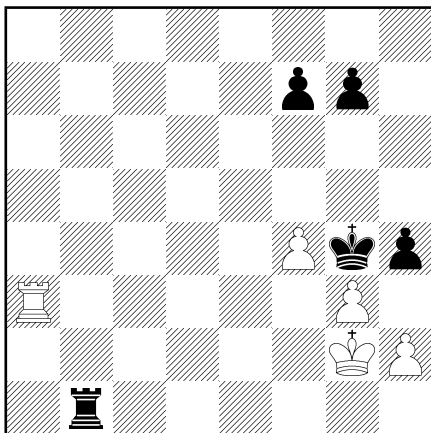
Chapter 1

Rook and Pawn endings - a spot of theory

1.1 All Rook Endings are Drawn... (except for those that aren't!)

Here's what got me started on this session. After an entertaining earlier struggle, Black is trying to win a Rook ending in a quickplay finish. I say "trying": the first move made the spectators wince...

Position 1: Bartlett, S - Regis, D, Devon vs. Cornwall, 08.11.1997



50. ... , ♖b2+?

[50. ... , h3+! would have helped! 51.♙f2 ♖h1 52.♖a7 ♖xh2+ 53.♙e3 g6u 54.♖xg7 ♖g2 55.♖g7 ♖xg3+ 56.♙f2 ♙xg4 57.♖f7+ ♙g4]

51.♙g1 g6 52.♖c3 hxg3 53.hxg3 ♙h3 54.♙f1 ♖g2 55.g4+ ♖g3 56.♖c4

[56.♖c7 ♖f3+ 57.♙e2 ♖xg4; or

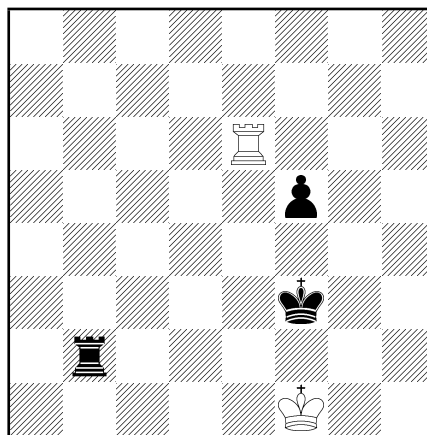
56.♖xg3+ ♙xg3 57.f5 g5]

56. ... , ♙xg4 57.♙e2 f5?

[57. ... , ♖f3! 58.f5+ ♖f4 PCL] 58.♖b4 ♖f3?!

[58. ... , ♖g2+!?] 59.♖b6 ♙xg4 60.♖xg6 ♖b3 [60. ... , ♖g3 61.♖a6 ♙g4 62.♙f2 holds - PCL]

61.♖e6 [61.♖a6= PCL] 61. ... , ♖b2+ 62.♙f1 ♙f3 [DIAGRAM]



63. ♖e1

"Draw claimed; draw agreed" says my score sheet. Thereby hangs a tale: I was the last board to finish, with two minutes to his one, and White decided I was trying to win a drawn position just on time, and claimed a draw.

I was indeed trying to win, and the clock may have helped, but White has lots of ways to lose: his last move was actually the last chance to draw!

Quite exactly why we'll see in a bit, but on the day a bit of discussion broke out amongst the audience (*yertis notisnt yertis notisnt...*) and we decided we'd had enough.

It's certainly true that some very similar positions are drawn, and are maybe even claimable under the "two minute" rule, but not this one! The interesting thing is, nobody there knew it well enough to

carry the day, and I've had positions like this lots of times. If my opponent knew how to draw it he would never have played Re1; Capablanca won two positions similar to this where his opponent did not know the drawing technique in one year, 1931 (one against Turover). Moral: know your onions!

Another thing that decided me on having another crack at a session on Rook endings is, well, a bit of a tease:

"...the number of positions that must be known exactly is relatively small. It is only in Rook endgames that it is essential to memorise thirty or forty concrete positions; in other types of endgame there are even fewer."

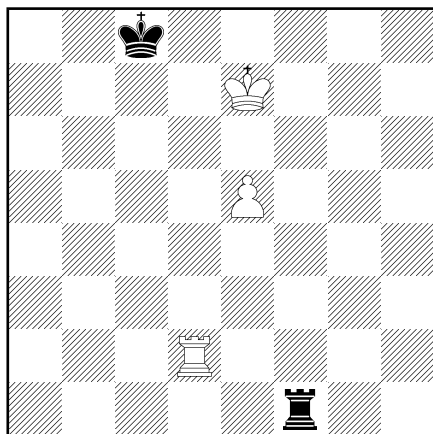
Mark Dvoretsky in Dvoretsky & Yusupov, *Technique for the Tournament Player*

Forty sounds quite a few to me, but, OK Mark, which forty? He doesn't say! I still don't know, really, but here is my suggestion for some of them.

One way to work your way into this is to get a chessboard and a few pieces and see if you can work out some of the basic rules for yourself. You should quickly discover that, in common with many other endings, two passed Pawns pretty well always win, and so situations with a single Pawn are most critical. Also, if both Kings are distant, one Rook can't force through a Pawn against another Rook (not like Queens, for instance).

So, we quickly get to our first two critical positions out of Dvoretsky's forty, where the Kings are in range: Lucena's position and Philidor's position. Oh, and you need to know about Rook's Pawns, and checking distance.

Position 2: Lucena 1496

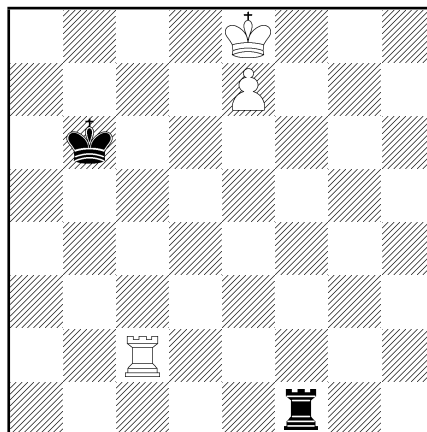


White has control of the sixth/seventh with the King and the Black King is cut off: **Lucena's position** is won for White in two ways...

First, White can get the Pawn to the seventh:

1. ... , ♔c7 2. ♖c2+ ♔b6 3.e6 ♖d1 4.♔e8 ♖g1 5.e7 ♖f1

Now what?

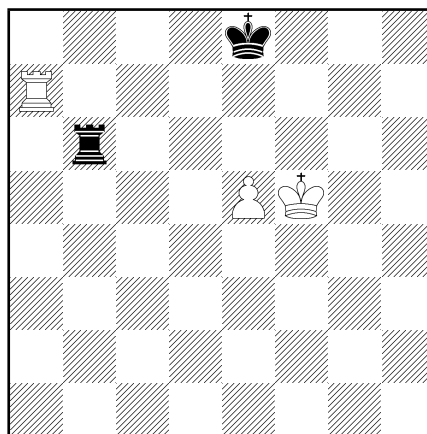


6. ♖c4 the critical manoeuvre: 'BUILDING A BRIDGE'

[6. ♖h2 although the 'bridge' manoeuvre is always emphasised in the books, there is also a win by getting the king out on the short side, e.g. 6. ... , ♔c7 7. ♖h7 ♖f2 8. ♖f7 ♖h2 9. ♖f8 ♖h7 (9. ... , ♖e2 10. ♔f7) 10. ♖f1 ♖h8+ 11. ♔f7 ♖h7+ 12. ♔f8 ♖h8+ 13. ♔g7 ♖e8 14. ♔f7 This is important because the bridge-building manoeuvre may not be available]

6. ... , ♖f2 7. ♔d7 ♖d2+ 8. ♔e6 ♖e2+ 9. ♔d6 ♖e3 10. ♖b4+ ♔a7 [10. ... , ♔a5 11. ♖b8] 11. ♖b5 ♖d3+ 12. ♔e6 ♖e3+ 13. ♖e5 1-0

Position 3: Philidor's position



Black's King holds the Queening square, and the Black Rook holds the sixth rank. This is **Philidor's position**, which is drawn without too much trouble by Black.

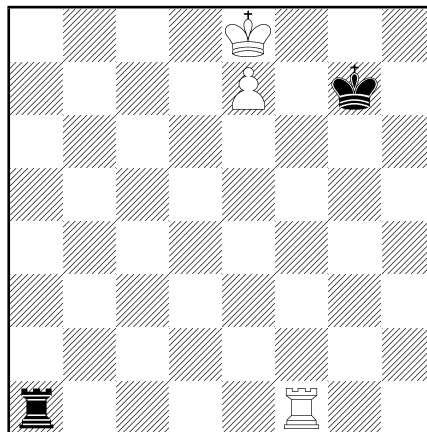
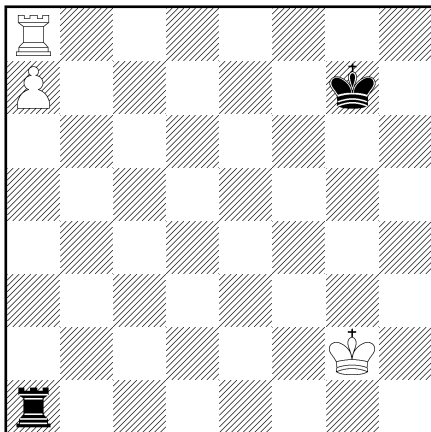
Once the White Pawn goes to the sixth, Black runs back to the first rank:

1. ♖f5 ♜b1 2.e6 now there is no shelter on the board from the checks

[2. ♖e6 ♜b6+ 3. ♖d5 ♜b1]

2. ..., ♜f1+ 3. ♖e5 ♜e1+ 4. ♖d6 ♜d1+ 5. ♖c6 ♜e1 1/2-1/2

Position 4: Rook's Pawns



You can draw without getting Philidor's position, by checking along the ranks. With a central Pawn this is just possible as long as you take the furthest possible file: here the a-file.

1. ..., ♜a8+ 2. ♖d7 ♜a7+ 3. ♖d6 ♜a6+ 4. ♖d5 ♜a5+ 5. ♖c6 ♜a6+ 6. ♖b7 ♜e6 1/2-1/2

Checking distance is *three empty files*.

Position 7: checking dist. (2)

Rook's Pawns are a strong drawing factor.

So, here, even with the Black King distant, White can force nothing.

Oddly, Black must not try to approach with the King because of Ra8-h8; instead the Black King sticks to g7/h7, and the Rook checks the White King when it approaches.

1. ♖f3 ♜a4 2. ♖e3 ♔h7 3. ♖d3 ♔g7 4. ♖c3 ♔h7 5. ♖b3 ♜a1 6. ♖b4 ♔g7 7. ♖c5 ♜c1+ 8. ♖b6 ♜b1+ 9. ♖c6 ♜a1 10. ♖b7 ♜b1+ 11. ♖c7 ♜a1 1/2-1/2

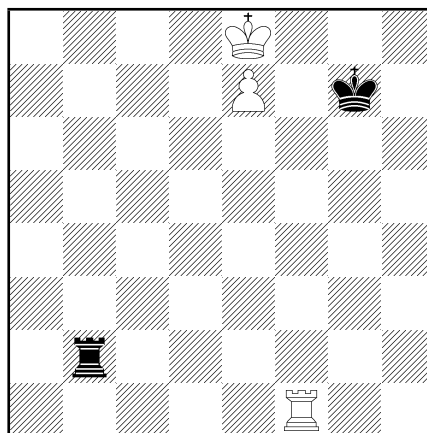
Position 5: Rook's Pawns

With the Pawn further back White can create trouble with the King because it can hide on e.g. a6 from check on the files (Tarrasch), but Black can then check along the ranks. Euwe and Alekhine struggled with one of these in their 1935 match. Although we can't easily summarise the analysis of this type of position there is a summary of results possible.

If the White King is closer than the marked area, White wins: in the marked area, Black should draw.

Even further back, and we're into a lot of ifs and buts...

Position 6: checking distance

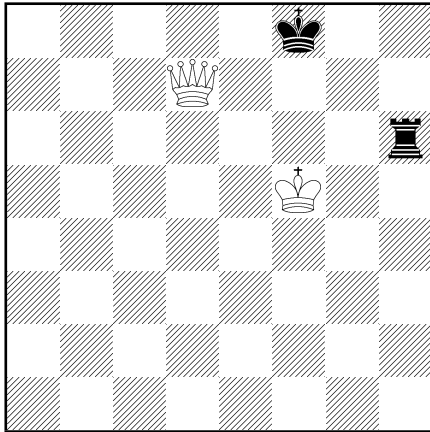


The b-file (two empty files) fails by a whisker:

1. ..., ♜b8+ 2. ♖d7 ♜b7+ 3. ♖d6 ♜b8 4. ♖c7 ♜a8 5. ♜a1! 1-0

It is popularly supposed that Q vs. R is difficult: it surely is difficult against an opponent who plays perfectly, like a computer (as GM Browne once discovered), but in actual play it may be easier. Black can be herded to the edge, when a Rook on the third (sixth) rank must keep out the White King. You can achieve positions like the following:

Position 8: Aside: Queen vs. Rook



1. ♖g5

The Black Rook is shut out from the third rank, and is vulnerable to forks:

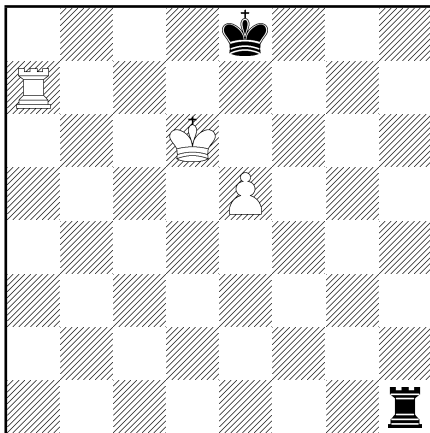
[1. ... ♜h1 2. ♜c8+ ♕f7 3. ♜b7+;

1. ... ♜a6 2. ♜c8+;

1. ... ♜h2 2. ♜d6+]

And if 1. ... ♜h8 2. ♖g6 ♜g8+ 3. ♕f6 1-0

Position 9: Study (Lasker)



Here is an instructive study: Black to move.

A tense position: on whose side will it resolve? 5-piece Rook endings (KRP/KR) all hinge around access of the sixth and seventh ranks in front of the P by the attacking King - if it can be kept out, the defence holds, but if not...

1. ... ♜e1

[1. ... ♜h6+ 2.e6 +-;

1. ... ♜d1+ 2. ♕e6 ♕f8 (2. ... ♕d8 3. ♜a8+ ♕c7 4. ♕e7 ♜h1 5.e6) 3. ♜a8+ ♕g7 4. ♕e7 ♜d2 5.e6 +-;

1. ... ♜h2 2. ♜a8+ ♕f7 3.e6+ ♕f6 4. ♜f8+ ♕g7

5.e7 +-]

2. ♕e6 ♕f8

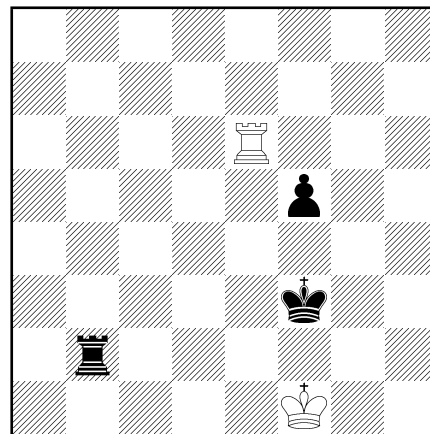
Critical - on the other side the Black King gets in the way of checks from the Black Rook, and the White King can make a little shelter for itself behind the Pawn. When the defending king 'takes the short side' there is no refuge for the White King.

3. ♜a8+ ♕g7 4. ♜e8 [4. ♕d6 ♕f7 =] 4. ... ♜a1 5. ♜d8

[5. ♕d7 ♜a7+ 6. ♕c6 ♜a6+ 7. ♕b7 ♜a1 =]

5. ... ♜e1 6. ♜e8 ♜a1 = the White K is in, but has no escape from the checks! 1/2-1/2 Remember this type of draw, we'll be meeting it later.

Position 10: Meanwhile...



Now, back in Liskeard, how do we compare? We can see that compared to the last few drawing ideas White is badly placed: the defending Rook is passive (no harassing checks) and the King threatened with mate. White must run for the short side with the King, and send the Rook away to draw:

[63. ♕g1! f4 64. ♜e8 (64. ♜a6) 64. ... ♜b1+ 65. ♕h2 ♕f2 66. ♜a8 f3 67. ♜a2+ ♕e1 68. ♕g3;

Instead 63. ♜e1? f4! wins for Black:

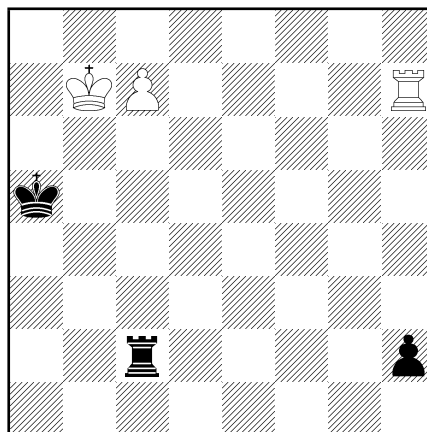
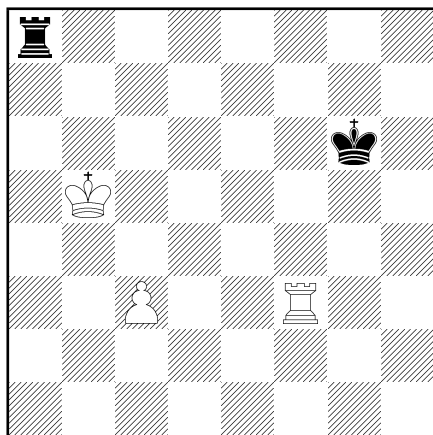
A) 64. ♕g1 ♕g3 65. ♜c1 (65. ♕f1 ♜h2 66. ♜e8 ♜h1+ 67. ♕e2 f3+ 68. ♕d3 ♜d1+ 69. ♕c2 f2) 65. ... f3 66. ♜a1 ♜h2 67. ♕g1 f2+;

B) 64. ♜a1 64. ... ♕g3 B1) 65. ♕g1 f3 66. ♜c1 (66. ♕f1 ♜h2) 66. ... ♜g2+ 67. ♕f1 ♜h2; B2) 65. ♜a8 65. ... ♜b1+ 66. ♕e2 f3+ 67. ♕e3 ♜e1+ 68. ♕d2 f2;

[63. ♕e1? on the long side is an obvious no-no: 63. ... f4 64. ♜e8 ♜b1+ 65. ♕d2 ♕f2 66. ♜f8 f3 67. ♕d3 ♕f1 68. ♕e3 ♜b3+ 69. ♕d2 f2 70. ♜g8 ♜b5]

For other positions it really depends who can get their King in first, or at all; if the side with the Pawn can keep out the defending King they can win. John Nunn has written a whole book about positions with just one Pawn on the board, so you will forgive me, I hope, if I say they are sometimes tricky. We have seen a hint of this when we looked at Rook's Pawns above. There is, however, a guiding principle:

Position 11: The rule of five



draw?

1. ... ♖b2+ 2. ♕a7 ♜c2 3. ♜h5+ ♕a4 4. ♕b6 ♜b2+ 5. ♕a6 ♜c2 6. ♜h4+ got the idea? we've gained another rank 6. ... ♕a3 7. ♕b6 ♜b2+ 8. ♕a5 ♜c2 9. ♜h3+ ♕a2

If the sum of the number of the rank on which the Pawn stands and the number of files that separate the Black King from the Pawn is five or less, then it's a draw; greater than five, it's a win. (Dvoret-sky)

Here the Black King is cut off by three files = 3

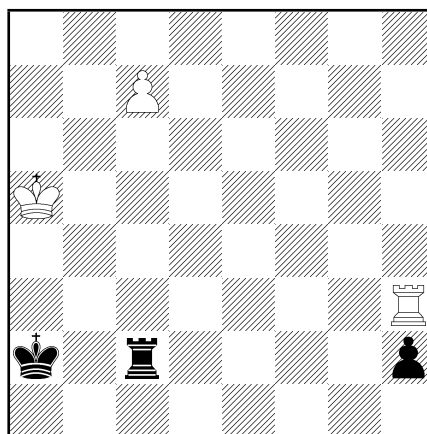
The Pawn is on the third rank = 3

The sum is = 6

6 > 5, so it should be a win. But how? White keeps out the Black King and advances the Pawn; Black defends with harassing checks, this time from the front. The White Rook would be even better placed on f7, cutting the Black King off from the last rank and ready to intervene on the other side.

OK, how are we doing? Could you bear another Pawn on the board? Positions with a Pawn on each side may readily simplify to some fairly obvious simpler state, but not always...

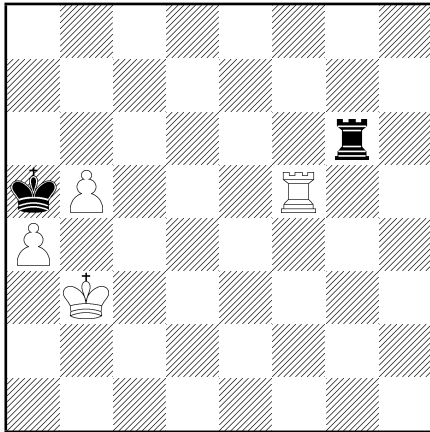
Position 12: Lasker, 1890



10. ♜xh2 ! 10. ... ♜xh2 11. c8Q 1-0

What about another Pawn on the same side? I claimed above that two passed Pawns on the board pretty well always win, and so they do. The exceptions, as we might expect, involve Rooks Pawns.

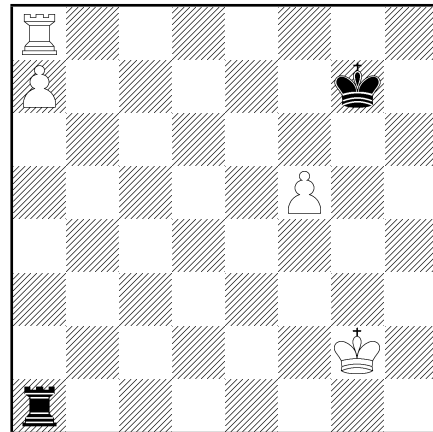
Position 13: drawn RP+NP (same side)



This is an important blockade: White, oddly, can do nothing.

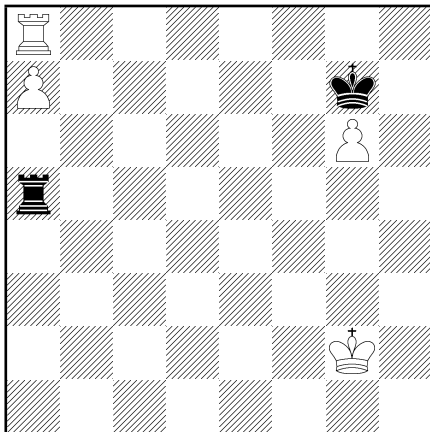
Consider the drawn position with just an a-Pawn above, and now add a Pawn:

Position 14: drawn RP+NP



This is quite different - with the other White Pawn further away from the short side there is a skewer opportunity. once you know you can steer for this one you can win from more complex positions
1.f6+ ♖f7 2.♜h8 ♜×a7 3.♜h7+ 1-0

Position 16: win with a - pawn + 2 f-pawns



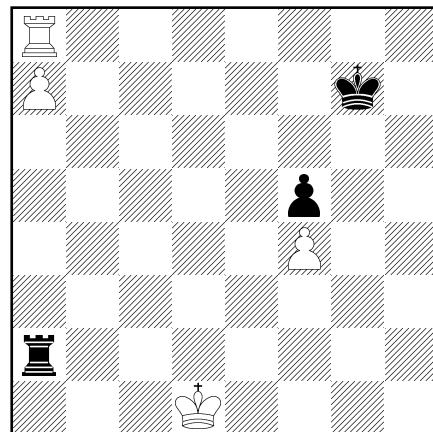
1. ... , ♜a5 the a-pawn is nearly there, but with a distant White King everything can (just) be held

[1. ... , ♖×g6?? 2.♜g8+]

1/2-1/2

With the Pawns further back we have another realm of headaches: White is generally better placed to manoeuvre and Black less well.

Position 15: won RP+BP



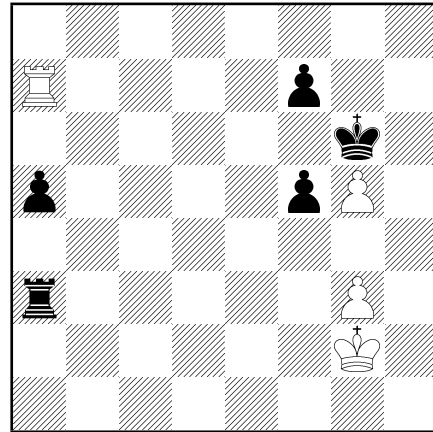
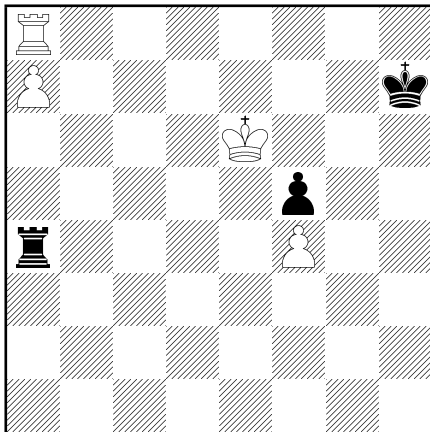
1.♖d1 DIAGRAM

(1) break the blockade

(2) win the f-pawn

(3) win as we know how

1. ... , ♖h7 2.♖c1 ♖g7 3.♖b1 ♜a3 4.♖b2 ♜a4 5.♖b3 ♜a1 6.♖b4 ♜a2 7.♖b5 ♜a1 8.♖c6 ♜a5 9.♖d6 ♖h7 10.♖e7 ♜a6 11.♖f7 ♜a4 12.♖e6



A relevant position has arisen. In the event Black won quickly:

53. ♖h3? ♜f4 54. ♖h4 ♜xg3 55. ♚a6+ ♜f5
56. ♚f6+ ♜e4 57. ♖h3 ♚f3 58. ♚a6 ♚f5 0-1

But White did not pick the best defence! Let's try another:

Position 17: analysis of Smyslov-Botvinnik (RP+BPs)

53. ♖f2 (Euwe's suggestion)

this is the critical bit: zugzwang!

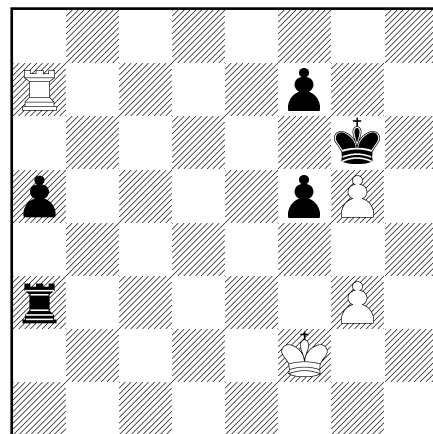
12. ..., ♚a5 13. ♖f6 ♚a1 14. ♖xg5

nearly there now

14. ..., ♚a5+ 15. ♖e4 ♚a4+ 16. ♖d3 ♚a3+
17. ♖c2 ♚a2+ 18. ♖b3 ♚a1 19. f5 1-0

1.1.1 Smyslov, V - Botvinnik, M [C17] 1954

1.e4 e6 2.d4 d5 3.♘c3 ♘b4 4.e5 c5 5.a3 ♘a5
6.b4 cxd4 7.♘b5 ♘c7 8.f4 ♘e7 9.♘f3 ♘bc6
10.♘d3 ♘b8 11.♘bxd4 a6 12.♘e3 ♘a7 13.0-0
Nxd4 14.♘xd4 ♘xd4+ 15.♘xd4 ♚b6
16.♖h1 ♘d7 17.c3 ♚c8 18.♚e1 h6 19.a4
a5 20.♘b3 ♚c7 21.♘c5 ♘c6 22.♚f2 0-0
23.♘b3 ♘d7 24.♚c5 ♚xc5 25.♘xc5 ♚c7
26.♘xd7 ♚xd7 27.bxa5 ♚a8 28.a6 bxa6
29.c4 dxc4 30.♘xc4 ♚d4 31.♘e2 ♘d5 32.g3
♘c3 33.♘f3 ♚b8 34.♚a3 ♘b1 35.♚a2 ♘d2
36.♚f2 ♘c4 37.h4 g5 38.hxg5 hxg5 39.fxg5
♘xe5 40.♘e2 ♚b1+ 41.♖g2 a5 42.♚c2
♚b3 43.♚f4 ♚d5 44.♚e4 ♖g7 45.♘h5 ♘g6
46.♚g4 ♚e3 47.♘xg6 ♖xg6 48.♚f2 ♚f5
49.♚xf5 exf5 50.♚c4 ♚e4 51.♚c7 ♚xa4
52.♚a7 ♚a3



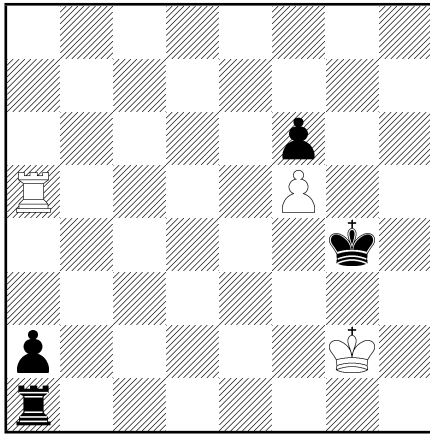
53. ..., a4 54. ♖g2 ♚a1 55. ♖f3 a3 56. ♖g2
(56. ♖f4 a2 57. ♖f3 ♚f1+)

56. ..., a2 57. ♖h2 ♖xg5 58. ♖g2 ♖f6 !
(58. ..., f4? only draws)

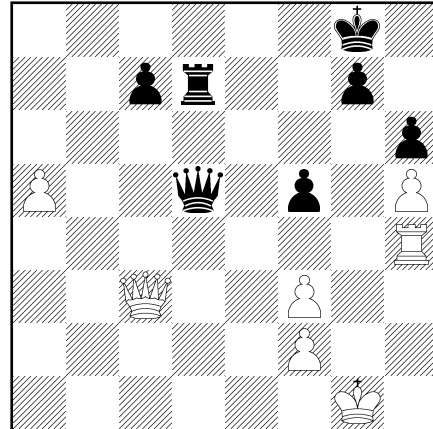
59. ♚a5 ♖e6 60. ♖h2 f4 61. gxf4 f5

which we should know how to win.

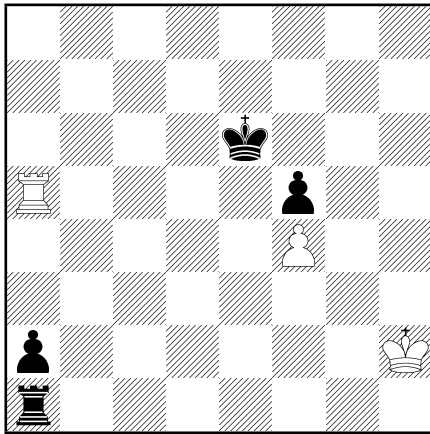
(58. ..., f4? 59. gxf4+ ♖g4 60. f5 f6 61. ♚a5



♖e8 37.♖h4 ♜ed7 38.♞c4 ♞a8 39.♞c3
♜×d5 40.♞×d5 ♞×d5

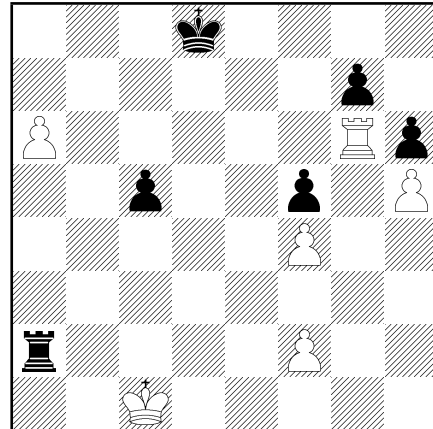


no zugzwang is now possible with the White Pawn on the 5th)



41.a6 ♞a2 42.♞c4+ ♞×c4 43.♞×c4 ♜d1+
44.♞g2 ♜a1 45.♞c6 ♞f8 46.f4 ♜a3! 47.♞f1
♜a2 48.♞e1 ♞e8 49.♞d1 ♞d8! 50.♞g6 c5
51.♞c1

“There comes a point when you have to stop making your moves by common sense, and instead, after analysing a concrete path to a draw, you must force events.” - AY



My faithful analyst Fritz successfully embarked on:

62.♞g2 ♞d6 63.♞h2 ♞c6 64.♞g2 ♞b6
65.♞a8 ♞c5 66.♞a4 ♞b5 67.♞a8 ♞c4
68.♞h2 ♞d4 69.♞a4+ ♞d3 70.♞g2 ♞e3
71.♞h2 ♞f3 72.♞a8 ♞×f4

As you might expect, adding a *Rook's Pawn* to a Rook's Pawn doesn't make it much more promising.

1.1.2 Karpov An - Yusupov A [A18] Linares 51/18, 1991

1.c4 e6 2.♘c3 ♘f6 3.e4 d5 4.e5 d4 5.e×f6
d×c3 6.b×c3 ♞×f6 7.d4 e5 8.♘f3 e×d4
9.♙g5 ♞e6+ 10.♙e2 ♙e7 11.c×d4 ♙×g5
12.♘×g5 ♞e7 13.♞d2 0-0 14.0-0 h6 15.♘f3
♙g4 16.♞fe1 ♘c6 17.h3 ♙×f3 18.♙×f3 ♞f6
19.♞e4 ♞ad8 20.♞d1 b6 21.♞e3 ♘a5 22.♞c1
♞d7 23.h4 ♞d8 24.h5 ♘c6 25.d5 ♘e7 26.♞g4
f5 27.♞f4 ♘c8 28.c5 b×c5 29.♞×c5 ♘b6
30.♞d4 ♞f6 31.a4 ♞fd6 32.♞cd1 ♞e7 33.a5
♘d7 34.♞×a7 ♘e5 35.♞c5 ♘×f3+ 36.g×f3

51. ..., ♞c7! 52.♞×g7+ ♞b6 53.♞g6+ ♞a7
54.♞c6

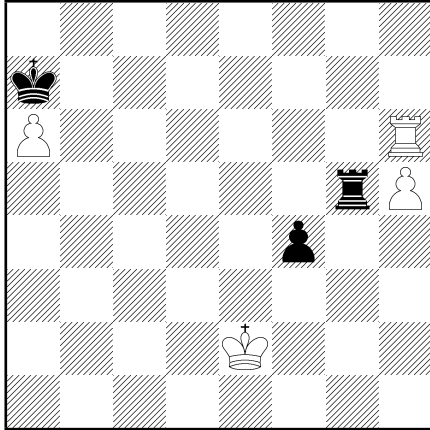
[54.♞×h6 ♞×f2]

54. ..., ♞×f2 55.♞×c5 ♞×f4

[55. ..., ♞×a6 may be better, except that Black would have to keep thinking carefully how to draw with time running out.]

56.♞c6 ♞g4 57.♞d2 ♞g5 58.♞×h6 f4
59.♞e2

Position 18: Karpov-Yusupov 1991 (RP+RP)



59. ..., f3+

"Black has absolutely no need for this Pawn, then try not to be distracted by non-essential details (like, a 'non-essential' Pawn)" - AY

Artur has confidence because he has studied this position. GM Gurevich actually managed to lose one of these in the US Championship in 1989 (and I don't think he was the first). Miles wrote it up in NIC, commenting: "This ending is of course drawn, but the defence is not easy". Dvoretzky interjects: "No, it is very easy" - if you know what to do!

60. ♖×f3 ♜c5 61. ♜h8

(adjourned: the game could be given up here but Karpov saw no reason not to test Yusupov's technique.)

White will attack the side away from the defending King with his own King. Black cannot touch the Pawn with the King here, but will keep the Rook away from the opposing King for checking distance: here the c-file is best so it can check from the seventh rank.

The White Rook is passively placed which is the downfall of his winning hopes. Black draws just as he would without the a-Pawn on the board.

(N.B. With the White Rook active and the Black Rook passive White can and should win by getting the King in.)

61. ..., ♜g5 62. ♖e4 ♜c5 63. ♖f4 ♜c4+ 64. ♖e5 ♜c5+ 65. ♖e6 ♜g5 66. ♖f7 ♜c5!

[66. ..., ♜d5? lacks checking distance and loses 67.h6 ♜d6 68.h7 ♜d7+ 69.♖e6]

67. ♜h7

[67.h6 ♜c7+! (67. ..., ♜h5? 68.♖g7) 68.♖f6 ♜c6+]

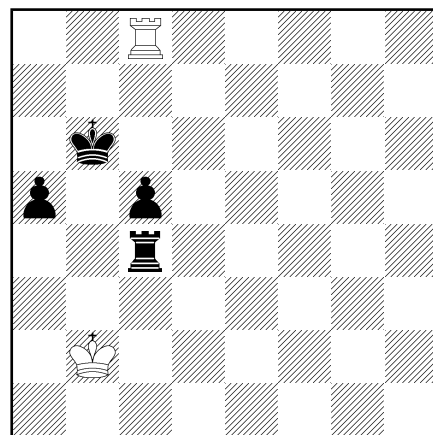
67. ..., ♖×a6 68.h6 ♜c7+ 1/2-1/2

Now, adding a *Bishop's Pawn* on the same side as Rook's Pawn is a real borderline case: theoretically drawn, but quite possible to lose it if you're muddle-headed.

1.1.3 Marshall, F - Rubinstein, A [D32] San Sebastian (4), 1911

1.d4 d5 2.c4 e6 3.♗c3 c5 4.c×d5 e×d5 5.♗f3 ♗c6 6.♕g5 ♕e7 7.♕×e7 ♗g×e7 8.e3 c×d4 9.♗×d4 ♕e6 10.♗×e6 f×e6 11.♞g4 ♗f5 12.e4 d4 13.0-0-0 Qh4 14.♞×h4 ♗×h4 15.♗b5 0-0-0 16.e5 ♞hf8 17.♗d6+ ♖b8 18.f4 g5 19.♕b5 g×f4 20.g3 ♗f3 21.♕×c6 b×c6 22.♞hf1 f×g3 23.h×g3 ♖c7 24.♗e4 ♖b6 25.b4 ♞f5 26.♗d6 ♞ff8 27.♗e4 ♖b5 28.♗c5 ♗×e5 29.♞×f8 ♞×f8 30.♗×e6 ♞f2 31.♞×d4 ♞×a2 32.♗c7+ ♖b6 33.♗e6 ♞g2 34.♗g5 ♞×g3 35.♗×h7 ♖b5 36.♖c2 ♗c4 37.♞d7 ♞a3 38.♞b7+ ♗b6 39.♗f6 ♖×b4 40.♗d7 ♖b5 41.♖b2 ♞a4 42.♖b3 c5 43.♗e5 ♞b4+ 44.♖c3 a5 45.♞b8 ♖a4 46.♖c2 ♗d5 47.♞c8 ♖b5 48.♗d7 ♞c4+ 49.♖b2 ♗b6 50.♗×b6 ♖×b6

Position 19: Marshall-Rubinstein 1911 (RP+BP)



This is the game that made this type of ending notorious; not the first time that it had occurred, but Rubinstein, such a master of endings and particularly Rook endings, may have fancied his chances here...

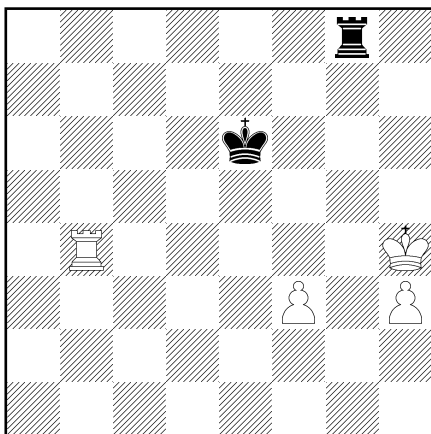
51. ♖b3 ♞b4+ 52. ♖c3 ♖b5 53. ♞b8+ ♖a4 54. ♞c8 ♞b3+ 55. ♖c2 ♞b5 56. ♞h8 ♖b4 57. ♞h1 a4 58. ♖b2 a3+ 59. ♖a2 ♖a4 60. ♞c1 ♞a5 61. ♞b1 c4 62. ♞b8 ♞c5 63. ♞a8+ ♖b4 64. ♞×a3 c3 65. ♞b3+ ♖c4 66. ♞b8

1/2-1/2

1.1.4 Keres Paul GM (EST) - Sokolsky A [C71/14] Moskva Chigorin-mem (28.11.4, 1947

1.e4 e5 2.♘f3 ♘c6 3.♙b5 a6 4.♙a4 d6 5.c4 ♙g4 6.d3 ♘ge7 7.h3 ♙×f3 8.♖×f3 ♘g6 9.♘c3 ♙e7 10.♙e3 ♙g5 11.0-0 0-0 12.♖g4 h6 13.♘e2 ♙×e3 14.f×e3 ♖g5 15.♖g3 ♖×g3 16.♘×g3 ♘ge7 17.♙f2 g6 18.♙e2 ♙g7 19.♙d2 h5 20.a3 h4 21.♘e2 f5 22.♘c3 f×e4 23.♘×e4 ♖f5 24.♖g1 ♖af8 25.♙d1 ♖f1 26.♙f3 ♖×a1 27.♖×a1 ♘d8 28.b4 ♘e6 29.♖b1 b6 30.a4 ♖b8 31.♘c3 ♘g5 32.♘d5 ♘×f3+ 33.g×f3 ♘×d5 34.c×d5 ♖a8 35.♖c1 ♖a7 36.e4 ♙f6 37.♙e3 g5 38.d4 e×d4+ 39.♙×d4 ♙e7 40.e5 d×e5+ 41.♙×e5 ♙d7 42.♖g1 ♖a8 43.♖×g5 ♖e8+ 44.♙d4 ♖e1 45.♖g7+ ♙d6 46.♖g6+ ♙d7 47.♖g4 ♙d6 48.♖g6+ ♙d7 49.a5 ♖b1 50.♙c4 ♖c1+ 51.♙d3 ♖d1+ 52.♙e3 ♖×d5 53.a×b6 c×b6 54.♖×b6 a5 55.♙e4 ♖h5 56.♙f4 a×b4 57.♖×b4 ♙e6 58.♙g4 ♖h8 59.♙g5 ♖g8+ 60.♙×h4

Position 20: Keres-Sokolsky 1939 (RP+BP)



You can win these positions, by working your pieces right in and trying to achieve “Lucena” without allowing the “short side draw”. This cannot be forced. Black should resist the advance, get the King to the King’s-side and only once the Pawns are advanced send the Rook away to a1.

60. . . . , ♙f5 61. ♖g4 ♖h8+ 62. ♙g3 ♖a8 63.h4 ♖a1

Right square, wrong moment. White gets the Rook active behind the h-Pawn and threatens to run it with the King cut off.

64.h5 ♖a6 65. ♖h4 ♖h6 66. ♖f4+ ♙g5 67. ♖g4+ ♙f5 68. ♙h4 ♖h8 69. ♖g5+ ♙f6 70. ♙g4 ♙f7 71. ♖f5+ ♙g7 72. ♙g5 ♖g8

73. ♖f6 ♙h7+

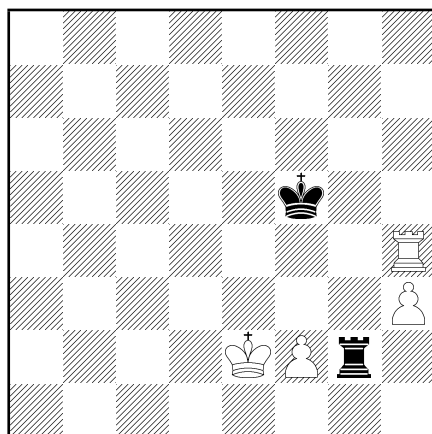
Well, the King has made it to h7 but the Black Rook now need to be on the far rank (a1-h1). White whips the King in to win.

74. ♖g6 ♖a8 75.f4 ♖a1 76. ♖e6 ♖g1+ 77. ♙f6 ♖f1 78.f5 ♖f2 79. ♖e5 ♖h2 80. ♖e7+ ♙h6 81. ♖e8 ♙h7 82. ♙e6 ♖e2+ 83. ♙f7 ♖a2 84.f6 ♖a6 85. ♙e7 ♖a7+ 86. ♙f8 ♖a6 87.f7 ♖a7 88. ♖c8 ♖a1 89. ♙e7 1-0

Here’s a successful defence.

1.1.5 Bondarevsky I - Keres Paul GM (EST) [D95/04] Leningrad-Moskva (25.01.39), 1939

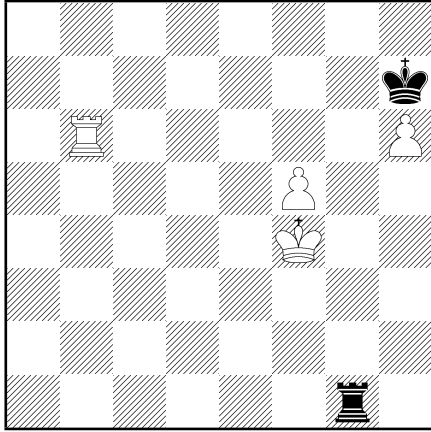
1.d4 ♘f6 2.c4 g6 3.♘c3 d5 4.e3 ♙g7 5.♖b3 c6 6.♘f3 0-0 7.♙d2 e6 8.♙d3 b6 9.0-0 Bb7 10.e4 c5 11.e×d5 c×d4 12.♘a4 e5 13.♘×e5 ♘×d5 14.♘c5 ♘e7 15.♘×b7 ♖c7 16.♘g4 h5 17.♘d6 ♖×d6 18.c5 b×c5 19.♘h6+ ♙×h6 20.♙×h6 ♖d8 21.♙c4 ♙h7 22.♙d2 ♘bc6 23.♙×f7 ♖ab8 24.♖h3 ♘e5 25.♙f4 ♖f8 26. ♖ae1 N7c6 27.♙×g6+ ♖×g6 28.♙×e5 ♖be8 29.♙d6 ♖×e1 30. ♖×e1 ♖×d6 31. ♖e6 ♖d5 32. ♖d3+ ♖f5 33. ♖×f5+ ♖×f5 34. ♖×c6 ♖e5 35. ♙f1 d3 36. ♖d6 c4 37.b3 ♖b5 38. ♙e1 c×b3 39.a×b3 ♖×b3 40. ♙d2 ♖b2+ 41. ♙e3 ♖e2+ 42. ♙f3 ♖d2 43. ♖a6 ♖d1 44. ♙g3 ♙g7 45. ♖×a7+ ♙f6 46. ♖d7 ♙f5 47. ♙f3 h4 48.h3 d2 49. ♖d8 ♙f6 50. ♖d3 ♙f5 51. ♖d6 ♙e5 52. ♖d8 ♙f6 53. ♖d4 ♙f5 54. ♖d7 ♙e6 55. ♙e2 ♖g1 56. ♖×d2 ♖×g2 57. ♖d4 ♙f5 58. ♖×h4



58. . . . , ♖g1 59. ♙f3 ♖a1 60. ♖g4 ♖a3+ 61. ♙g2 ♖b3 62.f3 ♖b2+ 63. ♙g3 ♖b1 64.h4 ♖g1+ 65. ♙h3 ♖b1 66. ♙g2 ♖b2+ 67. ♙g3 ♖b1 68.h5 ♖b6 69. ♖h4 ♖h6 70. ♖a4 ♖b6

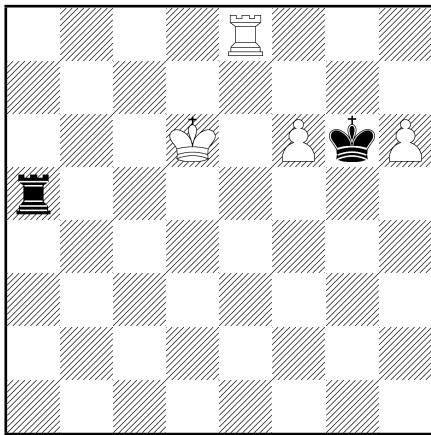
71. ♖a5+ ♔f6 72. ♕g4 ♜b1 73. ♗a6+ ♔g7
 74. f4 ♜g1+ 75. ♕f5 ♜h1 76. h6+ ♕h7 77. ♗e6
 ♜b1 78. ♕e5 ♜b5+ 79. ♕e4 ♜b1 80. f5 ♜b2
 81. ♕f4 ♜g2 82. ♕e5 ♜a2 83. ♗b6 ♜a1 84. ♕f4
 ♜g1

Position 21: Bondarevsky-Keres 1939 (RP+BP)



Black is in a good defensive position.

85. ♗a6 ♜g2 86. ♗c6 ♜g1 87. ♗d6 ♜g2
 88. ♗a6 ♜g1 89. ♗e6 ♜g2 90. ♕e5 ♜a2
 91. ♕d6 ♜a5 92. f6 ♕g6 93. ♗e8



And now a cute finish to draw.

93. ..., ♗a6+ 94. ♕e7 ♜×f6 95. ♗g8+ ♕h7
 96. ♗g7+ ♕h8 97. ♕×f6 stalemate

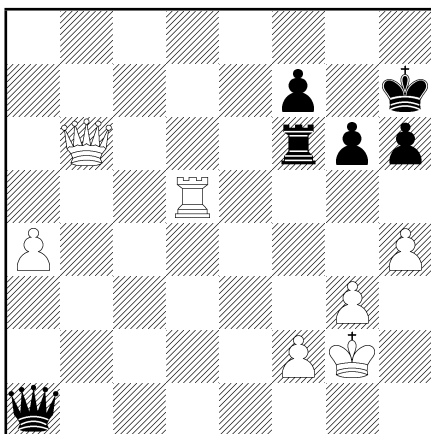
1/2-1/2

Chapter 2

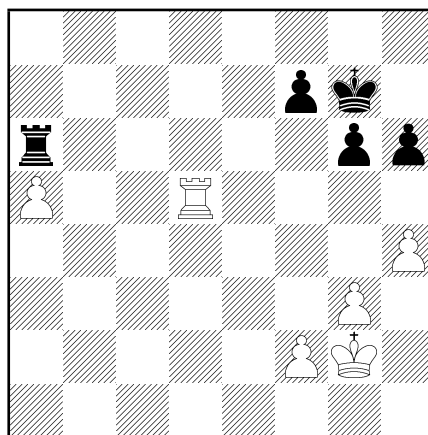
Example games: more complex Rook Endings

2.0.6 Alekhine, A - Capablanca, J [D51] Wch13-Buenos Aires (34), 1927: active Rook in attack

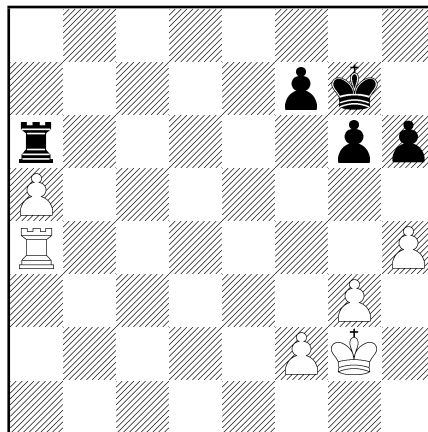
1.d4 d5 2.c4 e6 3.♘c3 ♘f6 4.♙g5 ♘bd7 5.e3 c6 6.a3 ♙e7 7.♗f3 0-0 8.♙d3 dxc4 9.♙xc4 ♘d5 10.♙xe7 ♖xe7 11.♗e4 N 5f6 12.♗g3 c5 13.0-0 Nb6 14.♙a2 cxd4 15.♗xd4 g6 16.♖c1 ♙d7 17.♗e2 ♖ac8 18.e4 e5 19.♗f3 ♖g7 20.h3 h6 21.♗d2 ♙e6 22.♙xe6 ♖xe6 23.♗a5 ♗c4 24.♗xa7 ♗xb2 25.♖xc8 ♖xc8 26.♗xb7 ♗c4 27.♗b4 ♖a8 28.♖a1 ♖c6 29.a4 ♗xe4 30.♗xe5 ♖d6 31.♗xc4 ♖xe5 32.♖e1 ♗d6 33.♗c1 ♖f6 34.♗e4 ♗xe4 35.♖xe4 ♖b8 36.♖e2 ♖a8 37.♖a2 ♖a5 38.♗c7 ♖a6 39.♗c3+ ♖h7 40.♖d2 ♖b6 41.♖d7 ♖b1+ 42.♖h2 ♖b8+ 43.g3 ♖f5 44.♖d4 ♖f8 45.♖d5 ♖f3 46.h4 ♖h8 47.♖b6 ♖a1 48.♖g2 ♖f6



It's all in the details. White swaps Queens when he can keep his Rook active. 49.♖d4 ♖xd4 50.♖xd4 ♖g7 51.a5 ♖a6 52.♖d5



52. ..., ♖f6 53.♖d4 ♖a6 54.♖a4!



That's the one. Now White wants his King in. 54. ..., ♖f6 55.♖f3 ♖e5 56.♖e3 h5 57.♖d3 ♖d5 58.♖c3 ♖c5 59.♖a2! (pass: Black decides to put the King on guard duty) 59. ..., ♖b5

[59. ..., ♖a7 60.a6 ♖b6 61.♖b4]

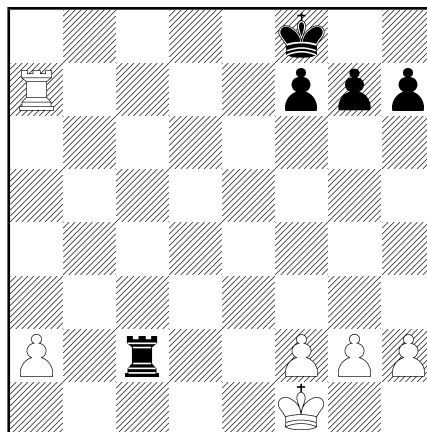
60.♖b3 ♖c5

[60. ..., ♖xa5 61.♖xa5+ ♖xa5 62.♖c4]

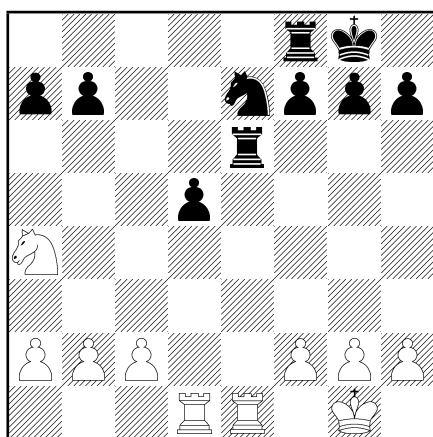
61.♔c3 ♕b5 62.♔d4! ♖d6+ 63.♕e5 ♗e6+
64.♕f4 ♕a6 65.♕g5! ♗e5+ 66.♕h6 ♗f5
67.f4

[67.♕g7 ♗f3 White triangulates. 68.♕g8 ♗f6
69.♕f8 ♗f3 70.♕g7 ♗f5 71.f4!]

67. ..., ♗c5! 68.♗a3 ♗c7 69.♕g7 ♗d7 70.f5!
g×f5 71.♕h6 f4! Black's doing his considerable
best. 72.g×f4 ♗d5 73.♕g7 ♗f5 74.♗a4
♕b5 75.♗e4! ♕a6 76.♕h6 ♗×a5 77.♗e5
♗a1 78.♕×h5 ♗g1 79.♗g5 ♗h1 80.♗f5 ♕b6
81.♗×f7 ♕c6 82.♗e7! 1-0



2.0.7 Bakulin - Dvoretzky, M, Moscow, 1974 (active Rook in defence)



18. ..., ♗e6

I tried to think of something after

[18. ..., ♗c6 I became suspicious of the endgame
after 19.c4 d4 20.♗c5 b6 21.♗d3 Vaganian, a special-
ist in the French Defence, assessed this position
as highly unfavourable to Black.]

19.♗c5 ♗×e1+ 20.♗×e1 Another intriguing
idea immediately occurred to me: 20. ..., ♗c8!

[20. ..., ♗g6 21.♗×b7 ♗b8 22.♗c5 ♗×b2
23.♗e8+ ♗f8 looks very dubious 24.g3 f6 25.♗d7
♕f7 26.♗×f8+ ♕e7 27.♗b8]

21.♗×e7 ♕f8 An eye for combinations is
sometime essential even in 'boring' endgames!

22.♗×b7

[22.♗e2 ♗×c5=]

22. ..., ♗×c5 23.c3 d4 24.♕f1

[24.♗b3?? d3 25.♕f1 ♗e5]

24. ..., d×c3 25.b×c3 ♗×c3 26.♗×a7 ♗c2

I knew for certain that this was a draw, and a fairly
simple one at that, and so went for my combination
without hesitation. 27.g3 g6 28.♕g2 ♕g7

29.♕f3 h5 30.h4 ♕f6 31.♕e3 ♗c3+ 32.♕e4
♗c2 33.f3 ♗e2+ 34.♕f4 ♗b2 35.♗a6+ ♕g7
36.♗a3 ♕f6 37.♗a6+ ♕g7 38.♗a4 ♕f6

[38. ..., ♗f2!?!]

39.g4 h×g4 40.f×g4 ♗f2+ 41.♕g3 ♗c2
42.♗f4+

[42.g5+ ♕e5]

42. ..., ♕e6 43.a4

[43.♗f2 ♗c3+ 44.♕f4 f6]

43. ..., f5 44.g×f5+ g×f5 45.♗f2 ♗c4 46.♗a2
♗c3+ 47.♕f4 ♗c4+ 48.♕g3

[48.♕g5 ♗g4+ 49.♕h5 ♕f6 50.a5?? Rg8]

48. ..., ♗c3+ 49.♕g2 ♗c4 50.h5 ♗h4 1/2-
1/2

2.0.8 Duras, O - Capablanca, J [D37] rook ending: 4P/3P on same side (11), 1913

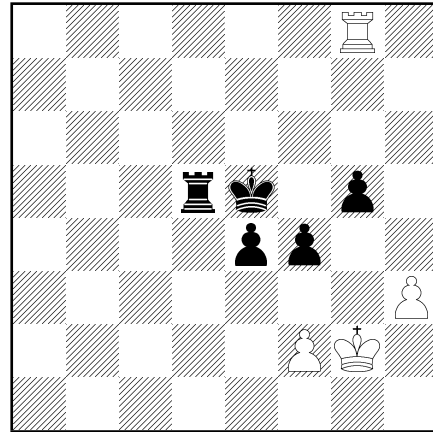
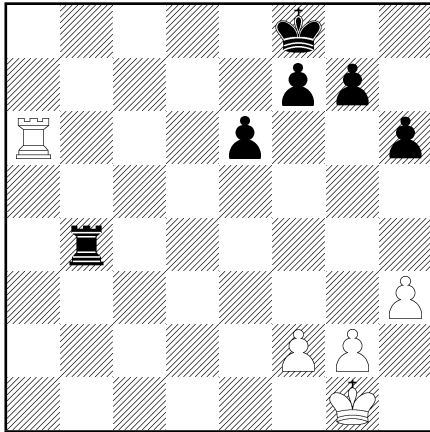
1.d4 d5 2.♗f3 ♗f6 3.c4 e6 4.♗c3 d×c4
5.e3 a6 6.♗×c4 b5 7.♗d3 ♗b7 8.a4 b4
9.♗b1 c5 10.0-0 Nc6 11.d×c5 ♗×c5 12.♗e2
♗d5 13.♗d1 ♗h5 14.♗bd2 ♗a5 15.♗f1 0-0
16.♗g3 ♗g4 17.e4 ♗b3 18.♗b1 ♗fd8 19.♗e3
♗×e4 20.♗c2 ♗×e3 21.♗×e3

[21.♗×b3 ♗×f2+ 22.♕h1 ♗×g3]

21. ..., ♗bc5 22.h3 ♗g6 23.♗×e4 ♗×d1+
24.♗×d1 ♗×e4 25.♗×e4 ♗×e4 26.♗d4 h6
27.♗×b4 ♗f6 28.♗b7 ♗e4 29.♗×e4 ♗×e4
30.b4 ♗c3 31.♗d3

[31.♗a1 ♗b8 32.♗a3 ♗d5]

31. ..., ♖×a4 32. ♖a3 ♗b6 33. ♗e5 ♕f8
 34. ♗d3 ♗d5 35. ♖a4 ♖b8 36. ♖×a6 ♗×b4
 37. ♗×b4 ♖×b4



Capa's play in this ending was so strong and convincing it took people a while to realise that this type of ending is probably a draw in theory

38. ♖a7 h5 39. g3 h4 40. g×h4 ?

[40.g4]

40. ..., ♖×h4 41. ♕g2 e5 42. ♕g3 ♖d4
 43. ♖a5

[43.h4]

43. ..., f6 44. ♖a7 ♕g8 45. ♖b7 ♕h7 46. ♖a7
 ♕g6 47. ♖e7 ♖d3+

[47. ..., ♖d3+ idea 48. ♕h4 ♖f3]

48. ♕g2

[48.f3 ♕f5 49. ♖×g7 e4 50.h4 ♖×f3+;

48. ♕g4 f5+ 49. ♕h4 ♕f6 50. ♖a7 g5+ 51. ♕h5
 ♖×h3#]

48. ..., ♖d5 49. ♕g3 f5 50. ♖a7 ♖d3+ 51. ♕g2
 e4 52. ♖a4 ♕g5 53. ♖a5 g6 54. ♖b5 ♕f4
 55. ♖a5 ♖d2 56. ♖a4 ♕g5

[56. ..., g5 the game from Chernev gives this move
 as the game continuation, and then... 57. ♖b4
 ♕e5 58. ♖b5+ ♖d5 59. ♖b8 f4 60. ♖g8]

57. ♕g1 ♕f4 58. ♕g2 g5 59. ♖b4 ♕e5
 60. ♖b5+ ♖d5 61. ♖b8 f4 62. ♖g8

this is the same position as in Chernev 's book
 62. ..., ♕d4

[62. ..., ♖d2 this also looks good: 63. ♖×g5+
 ♕f6 64. ♖g4 ♕f5 65. ♕f1 f3 66. ♕e1 ♖e2+ 67. ♕f1
 ♖a2 68. ♕e1 ♖a1+ 69. ♕d2 ♖f1 70. ♕e3 ♖e1+
 71. ♕d4 ♖e2 72. ♖g8 ♖d2+ 73. ♕e3 ♖d3#]

63. ♕f1 ♕d3 64. ♖a8 e3 65. ♖a3+ ♕e4
 66. f×e3 f3

[66. ..., f×e3 this looks good, but fails: 67. ♖a8
 ♖f5+ 68. ♕e2 ♖f2+ 69. ♕e1 ♕f3 70. ♖f8+ ♕g3
 71. ♖e8 ♖f3 72. ♕e2]

67. ♕g1

[67. ♕f2 ♖d2+ 68. ♕g3 ♖g2#]

67. ..., ♖d3

[67. ..., ♖d3 IDEA 68. ♖×d3 ♕×d3 69. ♕f2 ♕e4
 70. ♕f1 ♕×e3 71. ♕g1 ♕e2]

68. ♖a8

[68. ♖a5 ♕×e3 69. ♖e5+ ♕f4 70. ♖a5 g4 71. ♖a4+
 ♕e3 72. ♖a1 g3]

68. ..., ♕×e3 69. ♖e8+ ♕f4 70. ♖g8 ♖d1+
 71. ♕f2 ♖d2+ 72. ♕f1

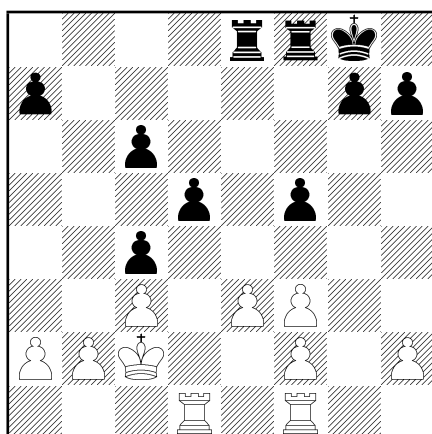
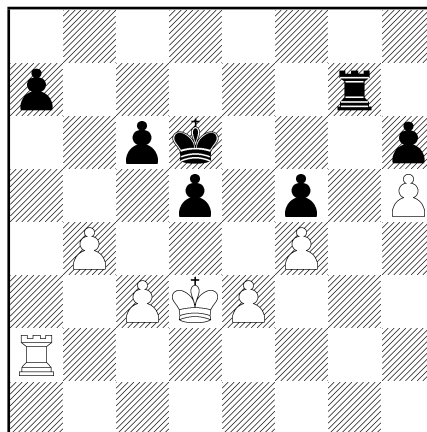
[72. ♕g1 g4 73. ♖×g4+ ♕e3 74. ♖g8 having been
 lured to g4 there is no check for the rook on the
 e-file 74. ..., ♖d1+ 75. ♕h2 f2 76. ♖e8+ ♕d2
 77. ♖d8+ ♕c2 78. ♖×d1 else the Black K will run
 up the Q-side at the checking White rook 78. ...,
 ♕×d1 79. ♕g2 ♕e2]

72. ..., ♖h2 73. ♕g1 ♖×h3 74. ♖g7 g4 75. ♖g8
 ♕g3 ...and White resigned. So impressive was
 Capa's play that for years books suggested that
 this ending R+4P v. R+3P was a win, even with
 all the pawns on the same side of the board. Now,
 improvements for Duras are known.

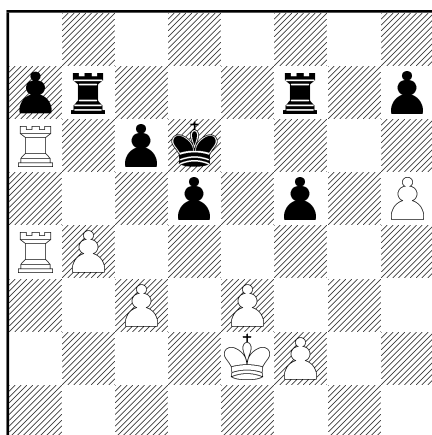
[75. ..., ♕g3 76. ♖f8 f2+ 77. ♖×f2 ♖h1+
 78. ♕×h1 ♕×f2 79. ♕h2 g3+]

2.0.9 Capablanca, J - Kreymbourg, A [D02] 1910: a double Rook ending

1.d4 d5 2.♘f3 ♘f6 3.♙f4 e6 4.e3 c5 5.c3 ♘c6
6.♙d3 ♙d6 7.♙×d6 ♖×d6 8.♘bd2 e5 9.d×e5
♘×e5 10.♘×e5 ♖×e5 11.♙b5+ ♙d7 12.♖a4
♖c7 13.0-0-0 0-0 14.♙×d7 ♘×d7 15.♘f3
♖c6 16.♖×c6 b×c6 17.♘d2 ♘e5 18.♙c2 c4
19.♖hf1 f5 20.♘f3 ♘×f3 21.g×f3 ♖ae8



Black appears to have better Rooks, but the Q-side pawns are advanced and vulnerable. This vulnerability costs Black the a-file, and that costs him the activity of his Rooks. 22.♖d4
♖f6 23.b3 c×b3+ 24.a×b3 ♙f7 25.♙d3 ♖e7
26.♖a1 ♙e6 27.♖a6 ♖c7 28.♖da4 g5 29.h4
g4 30.♙e2 g×f3+ 31.♙×f3 ♖ff7 32.♙e2 ♙d6
33.b4 ♖b7 34.h5



White is well placed to attack several Black pawns. 34. ..., h6 35.f4 ♖g7 36.♙d3 ♖ge7 37.♖a1
♖g7 38.♙d4 ♖g2 39.R. 6a2 ♖bg7 40.♙d3
♖×a2 41.♖×a2

We are now in a single-Rook ending. Black now gives up the open file. 41. ..., ♖e7 42.♖g2 ♖e6 43.♖g7 ♖e7 44.♖g8 c5 45.♖g6+ ♖e6 46.b×c5+ ♙d7 47.♖g7+ ♙c6 48.♖×a7 ♙×c5 49.♖f7 1-0

2.0.10 Capablanca, J - Tartakower, S [A80] NY, 1924

1.d4 f5 2.♘f3 e6 3.c4 ♘f6 4.♙g5 ♙e7 5.♘c3
0-0 6.e3 b6 7.♙d3 ♙b7 8.0-0 Qe8 9.♖e2
♘e4 10.♙×e7 ♘×c3 11.b×c3 ♖×e7 12.a4
♙×f3 13.♖×f3 ♘c6 14.♖fb1 ♖ae8 15.♖h3
♖f6 16.f4 ♘a5 17.♖f3 d6 18.♖e1 ♖d7 19.e4
f×e4 20.♖×e4 g6 21.g3 ♙f8 22.♙g2 ♖f7

[22. ..., ♖c6 23.♖×c6 ♘×c6 24.c5 ♖e7]

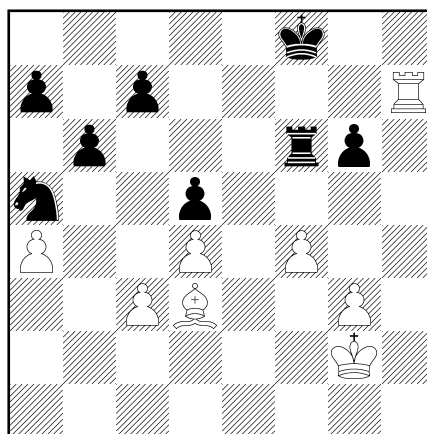
23.h4 d5 24.c×d5 e×d5 25.♖×e8+ ♖×e8
26.♖×e8+ ♙×e8 27.h5 ♖f6

[27. ..., g×h5 28.♖h1 ♙f8 29.♖×h5 ♙g8
30.♖×d5]

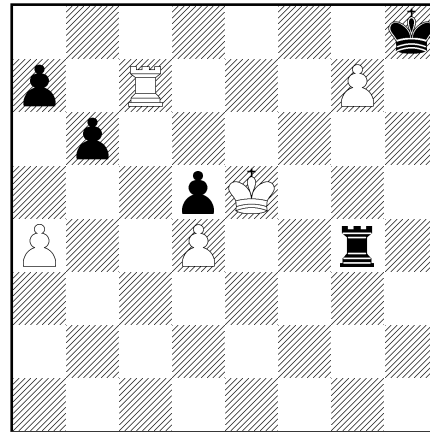
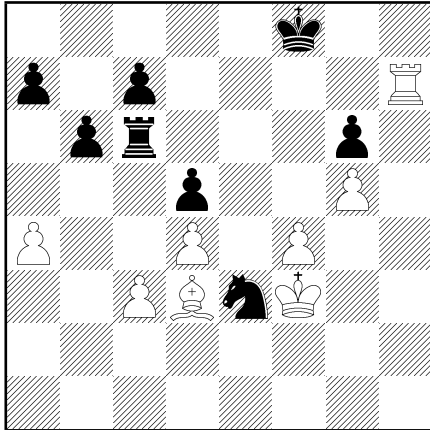
28.h×g6 h×g6 29.♖h1 ♙f8

[29. ..., ♙e7 30.♖h7+ ♖f7 else 31.♖g7 31.♙×g6]

30.♖h7



rook on the seventh 30. ..., ♖c6 31.g4
 [31. ♖d7 ? 31. ..., ♗c4 32. ♖×d5 ♗e3+]
 31. ..., ♗c4 32.g5 ♗e3+ 33.♔f3



45. ..., ♔g8

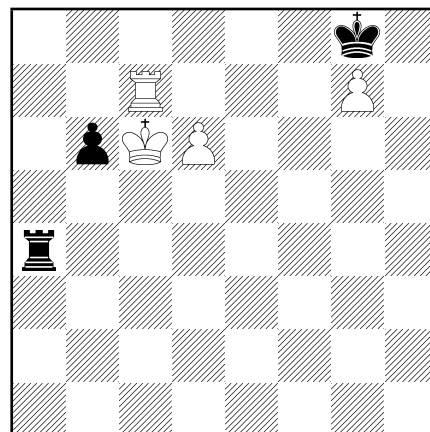
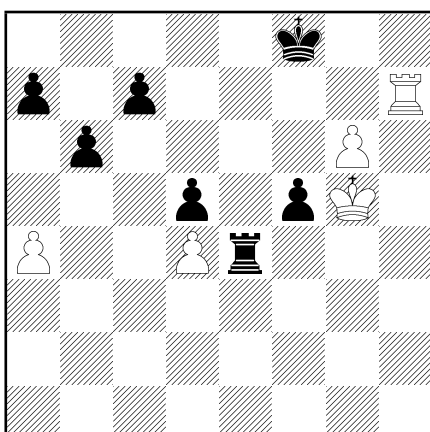
[45. ..., ♖×g7 46. ♖×g7 ♔×g7 47. ♔×d5 ♔f7
 48. ♔d6 ! 48. ..., ♔e8 49. ♔c7 ♔e7 50.d5]

46. ♖×a7 ♖g1 47. ♔×d5 ♖c1 48. ♔d6 ♖c2
 49.d5 ♖c1 50. ♖c7 ♖a1 51. ♔c6 ♖×a4 52.d6

33. ..., ♗f5

[33. ..., ♗d1 this counterattack fails, because of
 White's strong King and K-side pawns 34. ♖h6
 ♔g7 35.f5 ♗×c3 36. ♔f4 ♗e4 37. ♗×e4 d×e4
 38.f6+ ♖×f6+ 39.g×f6+ ♔×h6 40. ♔×e4 ♔h7
 41. ♔d5 ♔g8 42. ♔c6 g5 43. ♔×c7 g4 44.d5 g3
 45.d6 g2 46.d7 g1Q 47.d8Q+ Kh7 48. ♖e7+
 ♔h6 49. ♖g7+ ♖×g7+ 50.f×g7 ♔×g7 51. ♔b7
 ♔f7 52. ♔×a7 ♔e7 53. ♔×b6 ♔d7 54. ♔b7]

34. ♗×f5 g×f5 35. ♔g3 ♖×c3+ 36. ♔h4 ♖f3
 37.g6 ♖×f4+ 38. ♔g5 ♖e4



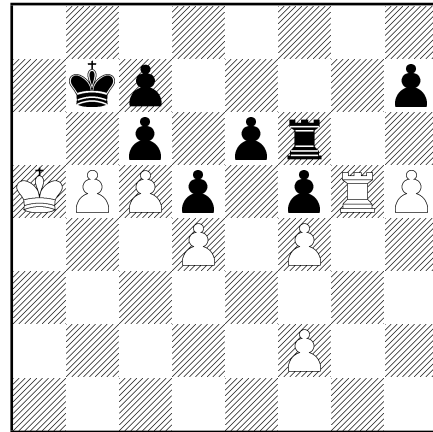
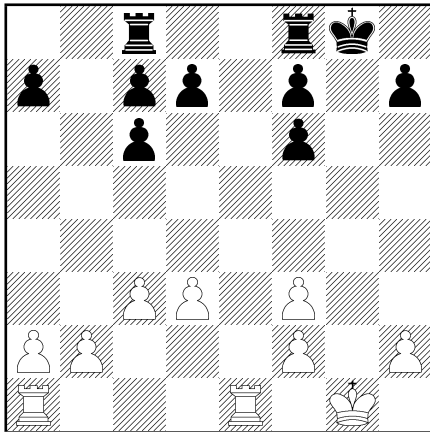
[52.d6 ! by declining the Kxb6 capture White's
 K gets shelter 52. ..., ♖d4 53.d7 ♖c4+ 54. ♔b7
 ♖d4 55. ♔c8]

1-0

2.0.11 Capablanca, J - Kupchik, A [C49] rook ending: various themes, 1913

39. ♔f6 using the f-pawn as cover 39. ..., ♔g8
 40. ♖g7+ ♔h8 41. ♖×c7 ♖e8 42. ♔×f5 ♖e4
 43. ♔f6 ♖f4+ 44. ♔e5 ♖g4 45.g7+

1.e4 e5 2. ♗f3 ♗c6 3. ♗c3 ♗f6 4. ♗b5 ♗b4
 5.0-0 0-0 6. ♗×c6 b×c6 7. ♗×e5 ♖e8 8. ♗d3
 ♗×c3 9.d×c3 ♖×e4 10. ♖e1 ♖h4 11. ♖f3 ♗a6
 12. ♗f4 ♖ac8 13. ♗e5 ♗×d3 14.c×d3 ♖g4
 15. ♗×f6 ♖×f3 16.g×f3 g×f6

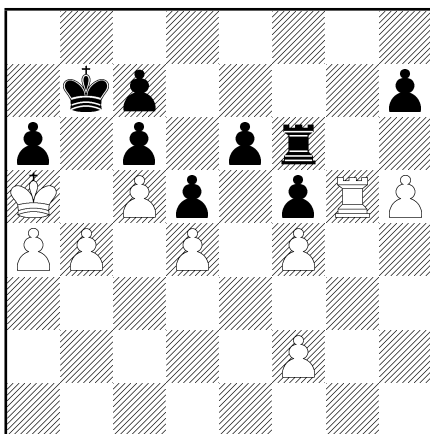


Defend or counterattack? 45. ..., ♖f8

[45. ..., ♖f7 46.h6 ♖e7 47.♖g7 is hopeless: so Black must counterattack.]

46. ♖g7 ♖a8+ 47. ♗b4 c×b5 48. ♗×b5 ♖a2 49. c6+ ♗b8 50. ♖×h7 White has an h-pawn. Can the lone Black Rook do enough to compensate? 50. ..., ♖b2+ 51. ♗a5 ♖a2+ 52. ♗b4 ♖×f2 53. ♖e7 ♖×f4 54. h6 ♖×d4+ 55. ♗b5 ♖d1 56. h7 ♖b1+ 57. ♗c5 ♖c1+ 58. ♗d4 ♖d1+ 59. ♗e5 ♖e1+ 60. ♗f6 ♖h1 61. ♖e8+ ♗a7 62. h8Q Rxh8 63. ♖×h8 ♗b6 64. ♗×e6 ♗×c6 65. ♗×f5 ♗c5 66. ♗e5 c6 67. ♖h6 ♗b5 68. ♗d4 1-0

An early Rook ending: White is better not just because of the neater pawns but because he can immediately activate the Rook. 17. ♖e4 ♖fe8 18. ♖ae1 ♖e6 19. R 1e3 ♖ce8 20. ♗f1 ♗f8 21. ♗e2 ♗e7 22. ♖a4 ♖a8 23. ♖a5 d5 24. c4 ♗d6 25. c5+ ♗d7 26. d4 f5 27. ♖×e6 f×e6 28. f4 Clearing the third rank for the Rook. 28. ..., ♗c8 29. ♗d2 ♗b7 30. ♖a3 ♖g8 31. ♖h3 ♖g7 32. ♗e2 ♗a6 33. ♖h6 ♖e7 34. ♗d3 ♗b7 35. h4 ♗c8 36. ♖h5 ♗d7 37. ♖g5 ♖f7 38. ♗c3 ♗c8 39. ♗b4 ♖f6 40. ♗a5 ♗b7 41. a4 a6 42. h5 ♖h6 43. b4 ♖f6



White is poised on both fronts. 44. b5 The only break, which also allows Black to become active. 44. ..., a×b5 45. a×b5